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**Bibliography**

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(71) [Applicant]

[Identification Number] 000154679

[Name] Incorporated company peace

[Address] 2-3014-8, Hirosawa-cho, Kiryu-shi, Gumma-ken

(72) [Inventor(s)]

[Name] Kawasaki History of congratulation

[Address] 2-3014-8, Hirosawa-cho, Kiryu-shi, Gumma-ken Inside of incorporated company peace

(74) [Attorney]

[Identification Number] 100079049

[Patent Attorney]

[Name] Nakajima \*\* (besides three persons)

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Summary

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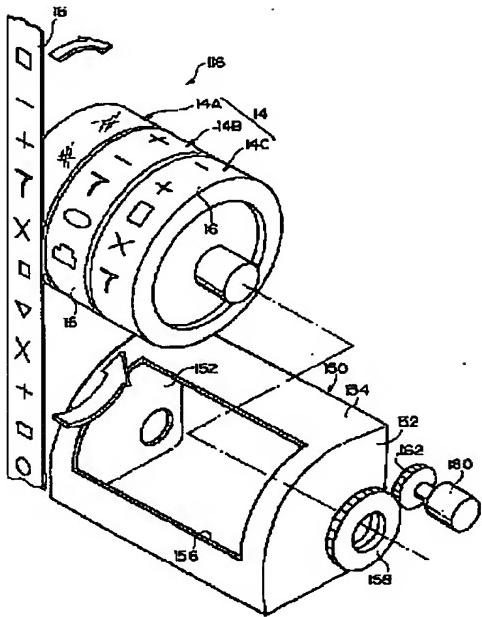
(57) [Abstract]

[Technical problem] The technical level difference of a beginner and an expert can be compensated, and a hope is increased to an expert, and idea nature is given.

[Means for Solution] cover -- a member 150 -- the circumference (position which counters a display window 114) of a drum 14 -- preparing -- rotation centering on the axis of rotation of a drum 14 is possible at the driving force of a stepping motor 160 -- carrying out -- this cover -- the rectangle of a member 150 -- with a hole 154 the pattern field which can be checked by looking -- the field of a display window 114 -- small -- carrying out -- the inside of a display window 114 -- hitting -- a pattern -- a set and cover -- the case where it is covered by the member 150 -- (refer to [ of drawing 5 ] the state), and this cover -- by rotating a member 150 In order to enable a check by looking of the hit pattern concerned (refer to the state of drawing 6 ), a gap of the eye push timing by the beginner can be covered, and the difference of technical level with an expert can be eased.

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**CLAIMS**

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[Claim(s)]

[Claim 1] The game machine characterized by having fluctuated two or more patterns [ a train ], having formed small the field which is the game machine equipped with the pattern change display function which shifts to a game state advantageous to a game person, and can check the aforementioned pattern by looking by preparing the covered section to the aforementioned display window on condition that the specific pattern gathered within the display window in each train, and making the covered section concerned movable.

[Claim 2] The game machine according to claim 1 characterized by making the position which arranges a specific pattern change within the aforementioned display

window synchronizing with movement of the aforementioned aforementioned covered section.

[Claim 3] The game machine equipped with the pattern change display function which shifts to a game state advantageous to a game person on condition that the pattern was fluctuated [ two or more trains characterized by providing the following ] and the specific pattern gathered within the display window in each train A specific pattern display-position determination means to determine the position which arranges the aforementioned specific pattern in the aforementioned display window Covered section drive control means which control the driving means which drive the aforementioned covered section based on the position determined with the aforementioned specific pattern display-position determination means, drive the aforementioned covered section to predetermined timing, and are made into the aforementioned position which can be specific pattern checked by looking

[Claim 4] The game machine according to claim 3 with which predetermined timing is characterized by being in between [ next ] from just before a change halt of a pattern.

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**DETAILED DESCRIPTION**

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**[Detailed Description of the Invention]**

**[0001]**

[The technical field to which invention belongs] this invention fluctuates a pattern [ two or more trains ], and on condition that the specific pattern gathered within the display window in each train, it relates to the game machine equipped with the pattern change display function which shifts to a game state advantageous to a game person.

**[0002]**

[Description of the Prior Art] In the game machine (henceforth a pachislot machine) of the conventional, for example, \*\*\*\*, type, lots are cast in an operation (it struck)

moment in a starting lever.

[0003] If it becomes a hit as a result of this lottery, a flag will be formed in a control program, and if this flag formation enables it to arrange a specific pattern (hit pattern) by the so-called eye push and this specific pattern gathers sure enough, it can consider as a state (bonus game) advantageous to a game person.

[0004] Here, it is necessary to make to arrange this specific pattern into the line top (one train - 3 train) defined beforehand, to carry out eye push on the basis of this line, and to arrange a specific pattern.

[0005] Although such eye push is an easy thing for an expert, for a beginner, it is difficult and is forced an investment without notice.

[0006] Moreover, since the line which arranges a specific pattern is always fixation, for a skillful game person, it becomes easy work without a hope and there is a fault that the idea nature of a game is missing.

[0007] It is the purpose to obtain the game machine which this invention can compensate the technical level difference of a beginner and an expert in consideration of the above-mentioned fact, and a hope is increased to an expert, and can give idea nature.

[0008]

[Means for Solving the Problem] Invention according to claim 1 fluctuates a pattern [ two or more trains ], on condition that the specific pattern gathered within the display window in each train, it is the game machine equipped with the pattern change display function which shifts to a game state advantageous to a game person, is preparing the covered section to the aforementioned display window, forms small the field which can check the aforementioned pattern by looking, and it is characterized by to make the covered section concerned movable.

[0009] According to invention according to claim 1, while making a field smaller than a display window into the field which can check a pattern by looking, the covered member which forms the field concerned is made movable. thereby -- cover -- the position which arranges a pattern can be fluctuated by movement of a member, and a pattern can be arranged in addition to the always same position, and even if the so-called timing of eye push shifts, it becomes easy to arrange a specific pattern for a beginner On the other hand, for an expert, since the position which arranges the uniquely regular pattern is changed, game idea nature can be raised.

[0010] Invention according to claim 2 is characterized by making the position which arranges a specific pattern with the aforementioned claim 1 in invention of a publication synchronizing with movement of the aforementioned covered section change within the aforementioned display window.

[0011] As for the position which arranges a specific pattern, according to invention according to claim 2, the covered member and the synchronization are taken. If it determines whether to consider as the field which can pattern check which field of a display window by looking thereby beforehand, a covered member can be moved as a field where this determined position checks a pattern by looking.

[0012] On condition that invention according to claim 3 fluctuated the pattern [ two or more trains ] and the specific pattern gathered within the display window in each train A specific pattern display-position determination means to be the game machine equipped with the pattern change display function which shifts to a game state advantageous to a game person, and to determine the position which arranges the aforementioned specific pattern in the aforementioned display window, Based on the position determined with the aforementioned specific pattern display-position determination means, the driving means which drive the aforementioned covered section are controlled, the aforementioned covered section is driven to predetermined timing, and it is characterized by having the covered section drive control means made into the aforementioned position which can be specific pattern checked by looking.

[0013] Invention according to claim 4 is characterized by predetermined timing being in between [ next ] from just before a change halt of a pattern in invention given in the aforementioned claim 3.

[0014] According to a claim 3 and invention according to claim 4, the position which arranges the aforementioned specific pattern in the aforementioned display window by the specific pattern display-position determination means is determined.

[0015] cover -- a member -- in drive control means, based on the display position determined with the above-mentioned specific pattern display-position determination means, the driving means of the covered section are controlled and the covered section concerned is moved Thereby, a check by looking of the LEO field which arranges a specific pattern can be enabled. in addition, this cover --

[0016] which can acquire the operation effect that it develops further from the state where the move timing of a member is likely to be recognized to be a blank by the thing [ considering as the next between from just before a change halt of a pattern like ] according to claim 4, and a specific pattern can be arranged

[Embodiments of the Invention] (Gestalt of the 1st operation) The pachislot machine 100 as a game machine concerning the gestalt of operation of the 1st of this invention is shown in drawing 1 .

[0017] The transverse plane of the main part 102 is an operation side, and a pachislot machine 100 can be classified into the ornament section 104, a display 106, a control unit 108, and the expenditure section 110 from a top.

[0018] electric spectacles which the ornament section 104 is that a lamp lights up inside, and a display penetrates -- the member 112 is attached As for the display 106, the display window 114 is formed in the center. The pattern change section 116 (refer to drawing 3 ) is formed in the interior of this display 114, and the drum 14 of plurality (the gestalt of the 1st operation three pieces) rotates. It is an index part 118 and the annunciator of the states (the number of trains etc.) of a pattern of being equal to a display window 114 is carried out to right and left of the display window 114 of a display 106.

[0019] As for the control unit 108, a setup of the coin injection section 120 or a

credit function (function for excluding the coin injection work which collects two or more coin to the inside of a plane, and is performed to the degree of a game), the cancellation switches 122 and 124, the starting lever 20, and the earth switch 18 are formed.

[0020] The expenditure section 110 consists of a coin exhaust port 126 and a saucer 128 which receives the coin discharged from this coin exhaust port 126.

[0021] As shown in drawing 2 and drawing 3, the pattern change section 116 consists of three drums 14 (henceforth drum 14A [ 1st ], drum 14B [ 2nd ], and the 3rd drum 14C if needed), and the belt 16 with which two or more patterns have been arranged equally is wound around the peripheral surface of each drum 14, and it has become it with the closed loop. Here, the pattern prepared in the belt 16 of a closed loop comes to be in sight from the aforementioned display window 114 one by one because a drum 14 rotates, and the pattern stopped in the line of the center of a display window 114 lining up side-by-side turns into a basic halt pattern. In addition, this basic halt pattern is the case where one coin (it is also called a medal) is invested, and can invest three coin in a maximum of 1 time of a game, and the pattern stopped on the upper line and descending in this case and the pattern stopped on the two diagonal lines combine it according to the number of investment of coin one by one, and it is adopted as a halt pattern. Thereby, the number of the maximum halt pattern lines is set to 5.

[0022] the portion corresponding to [ as shown in drawing 3 and drawing 4 ] the part 114, i.e., aforementioned display window, of a drum 14 -- cover -- the member 150 is formed cover -- a member 150 -- the end face of the drum 14 of the aforementioned right and left -- countering -- a flabellate -- and while being prepared between the lateral portion 152 of the mutually parallel couple, and a display window 114 and the peripheral surface of a drum 14 and attaching crosswise both ends in the aforementioned lateral portion 152, respectively, it consists of shields 154 made circular in accordance with the peripheral surface of a drum 14. In addition, you may form in [ the lateral portion 152 and shield 154 of a couple ] one (resin fabrication etc.).

[0023] The rectangular breakthrough 156 is formed in the shield 154. This breakthrough 156 has restricted the number of the patterns which it is formed smaller than a display window 114, consequently can be checked by looking from a display window 114. With the gestalt of operation of \*\*\*\* 1, the number of the patterns which can be checked by looking only by the display window 114 is 15 (vertical x horizontal =5x3), and the pattern which can be checked by looking from a breakthrough 156 to this has become nine pieces (vertical x horizontal =3x3).

[0024] The core of the fan in the lateral portion 152 of the aforementioned couple is supported to revolve by the axis of rotation of a drum 14 in the shape of the same axle. thereby -- cover -- a member 150 can rotate the surroundings of a drum 14 focusing on the axis of rotation of a drum 14

[0025] the aforementioned cover -- the gearing 158 with which it considered as the

aforementioned drum 14 and the same axle is attached in one side of the lateral portion 152 of the couple of a member, and it has geared with the gearing 162 attached in the axis of rotation of a stepping motor 160 for this reason, rotation of a stepping motor 160 — cover — a member 150 can control the position when rotating focusing on the axis of rotation of a drum 14 by the pulse signal of a stepping motor 160. Namely, the check by looking of three every trains of trains of the pattern stopped in the field of a display window 114 by the pulse control of this stepping motor 160 can be alternatively enabled now (refer to drawing 5 and drawing 6 ).

[0026] Corresponding to each drum 14, the aforementioned earth switch 18 (henceforth earth-switch 18A [ 1st ], earth-switch 18B [ 2nd ], and the 3rd earth-switch 18C if needed) is formed in the pattern change section 116 lower part, and it can be made to stop rotation of each drum 14A, 14B, and 14C with a game person's intention.

[0027] Moreover, each drum 14 starts rotation by operating the starting lever 20 prepared in the left-hand side of this earth switch 18 (devotion).

[0028] Moreover, the operation timing by this starting lever 20 is the timing of a hit lottery, and a hit/blank determines it by the internal main controller 22 (refer to drawing 7 ) by operation of the starting lever 20.

[0029] Here, if it becomes flag formation, it hits after that and a pattern gathers when a lottery is a hit, it becomes a hit and will be in a state advantageous to a game person. In addition, there is usually a hit (regular bonus) among the hits with great success (big bonus), and the degrees of a state respectively advantageous to a game person differ. Naturally the big bonus is more advantageous than a regular bonus.

[0030] As shown in drawing 7 , the main controller 22 performs control of this whole pachislot machine, and the coin sensor 24 which judges whether coin was thrown in (investment), the starting lever sensor 26 which judges whether operation of the starting lever 20 was made, and earth switches 14A, 14B, and 14C are connected.

[0031] Moreover, the expenditure control section 28, the 1st drum roll control section 30, the 2nd drum roll control section 32, and the 3rd drum roll control section 34 are connected to the main controller 22, and the motors 42, 44, and 46 which rotate the 1st drum 14A, the 2nd drum 14B, and 3rd drum 14C through drivers 36, 38, and 40, respectively are connected to it. furthermore — the main controller 22 — cover — a member — the point-to-point-control section 164 is connected, and it connects with the stepping motor 160 through the driver 166

[0032] this stepping motor 160 — cover — a member — it operates by receiving the pulse signal (pulse number) set up by the point-to-point-control section 164 based on the position of the hit pattern decided by the main controller 20 operation of this stepping motor 160 — cover — a member 150 rotates and the field of a pattern which can be checked by looking becomes settled with the combination of a display window 114 and a breakthrough 156

- [0033] An operation of the gestalt of this operation is explained according to the flow chart of drawing 8 below.
- [0034] First, at Step 200, if it is judged whether it is finishing [ whether a game is effective and coin / an injection ] and an affirmation judging is carried out, it will be judged whether it shifted to Step 202 and the starting lever sensor 26 was turned on.
- [0035] If an affirmation judging is carried out at this step 202, it will be judged that the game person operated the starting lever 20, and it will shift to Step 204.
- [0036] At Step 204, when it is judged whether Flag F is materialized and it is not materialized, it shifts to Step 206 and lottery processing is performed.
- [0037] Subsequently, at Step 208, when per result or the blank of a lottery is judged and it is judged with a hit, after shifting to Step 210 and forming Flag F (1), it shifts to Step 212.
- [0038] Here, in Step 204, since it is not necessary to cast lots when the negative judging F, i.e., a flag, is materialized, processing of Steps 206, 208, and 210 is not performed, but shifts to Step 212. Moreover, when stabilized with a blank at Step 208, it jumps over Step 210 and shifts to Step 212 (flag failure).
- [0039] At Step 212, a drum 14 starts and it shifts to Step 214. At this time, three drums 14 rotate at high speed simultaneously. At Step 214, if the affirmation judging of whether safety-switch 18A (or 18B, 18C) was operated is judged and carried out, it will shift to Step 216 and halt control of drum 14A (or 14B, 14C) applicable to earth-switch 18A (or 18B, 18C) operated to exact eye push timing will be performed.
- [0040] At the following step 218, it is judged whether the drum [ all (three pieces) ] 14 stopped, in being a negative judging, it returns to Step 214, and if an affirmation judging is carried out, it will shift to Step 220. At Step 220, it is judged whether the hit pattern gathered, and when it does not gather (refer to the state of drawing 5 ), it shifts to Step 222. Moreover, when a hit pattern gathers, it shifts to Step 224.
- [0041] Step 224 which shifted by carrying out a negative judging at Step 220 — cover — the position which it is judged whether hit patterns including the pattern hidden by the member 150 gathered, and shifts to Step 226, hits and can check a pattern by looking when an affirmation judging is carried out — the aforementioned cover — a pulse signal (pulse number) is outputted so that a member 150 may move
- [0042] At the following step 228, based on this outputted pulse signal, a stepping motor 160 is driven and it shifts to Step 220. thereby — cover — it can rotate focusing on the axis of rotation of a drum 14, and a member 150 can be made into the state where a hit pattern can be checked by looking, with the combination of a breakthrough 156 and a display window 114 (refer to the state of drawing 6 ) For this reason, when it shifts to Step 220 from Step 228, after that, it becomes an affirmation judging and shifts to Step 224.
- [0043] Flag F is reset at Step 224 (it returns abortively). Bonus game control is performed at the following step 226.
- [0044] A member 150 is formed in the circumference (position which counters a display window 114) of a drum 14. thus — the gestalt of the 1st operation — cover

-- rotation centering on the axis of rotation of a drum 14 is possible at the driving force of a stepping motor 160 -- carrying out -- this cover -- by the breakthrough 156 of a member 150 the pattern field which can be checked by looking -- the field of a display window 114 -- small -- carrying out -- the inside of a display window 114 -- hitting -- a pattern -- a set and cover -- the case where it is covered by the member 150 -- (refer to [ of drawing 5 ] the state), and this cover -- by rotating a member 150 In order to enable a check by looking of the hit pattern concerned (refer to the state of drawing 6 ), a gap of the eye push timing by the beginner can be covered, and the difference of technical level with an expert can be eased.

[0045] moreover -- since \*\*\*\*\* can give change to mannerism-ized pattern change, \*\*\*\*\* a pattern once stops it to an expert -- cover -- a hit can be made to be able to expect by the rotation of a member 150, and idea nature can be improved

[0046] in addition -- the gestalt of implementation of the above 1st -- after a pattern halt -- cover -- although it was made to move a member 150, you may be not only before immediately after this pattern halt but a pattern halt (just before is desirable)

(Gestalt of the 2nd operation) The gestalt of operation of the 2nd of this invention is explained below. In addition, about the same component as the gestalt of implementation of the above 1st, the same sign is attached and explanation of the composition is omitted. Moreover, the whole pachislot machine composition to apply is the same.

[0047] it is shown in drawing 9 and drawing 10 -- as -- the feature of the gestalt of the 2nd operation -- cover -- a member -- it is in making 150A slide to the longitudinal direction of drawing 9

[0048] For this reason, five drums 14 are formed with the gestalt of the 2nd operation. cover -- a member -- 150A consists of radii or a plate-like plate, and the vertical edge is supported with the cross-section abbreviation KO character type rail 170, respectively for this reason, cover -- a member -- 150A becomes movable to right and left of drawing 9 along with this rail 170

[0049] cover -- breakthrough 156A is prepared in the center section, and the number of pattern checks by looking in this breakthrough 156A is set to vertical x horizontal =3x3=9 at member 150A to the number of pattern checks by looking of a display window 114 (vertical x horizontal =3x5=15)

[0050] moreover, it is shown in drawing 11 -- as -- cover -- a member -- to a part of 150A (the near bottom rail 170) A rack 172 is attached. in the tooth flank The gearing 174 is attached. this gearing 174 it attaches in the axis of rotation of a stepping motor 160 -- having -- \*\*\*\* -- thereby -- cover -- a member -- 150A can be positioned now to a position by the pulse signal (pulse number) moved and directed along with a rail 170 with the driving force of a stepping motor 160

[0051] For this reason, when it hits out of 15 patterns and a pattern gathers, it is

possible to make this into the state which can be checked by looking from a display window 114.

[0052] according to the gestalt of implementation of the above 2nd -- the gestalt of implementation of the above 1st -- the same -- the field in a display window 114 -- hitting -- a pattern -- a set and cover -- a member -- the time (refer to the state of drawing 9 ) of changing into the state which cannot check this by looking by 150A -- cover -- a hit pattern can be made into a check-by-looking state by moving a member 150 to the longitudinal direction of drawing 9 along with a rail 170 (refer to the state of drawing 12 ) For this reason, relief of the difference of the technical level of a beginner and an expert, especially improvement in the game idea nature to an expert can be aimed at.

[0053] in addition, although considered as the so-called mechanism-structure (rotational structure of a drum 14) with the gestalt of the above 1st and the 2nd implementation as a function which displays patterns, it obtains with a liquid crystal display and is good also as an electric pattern display function in this case, the mechanism-cover applied with the gestalt of the above 1st and the 2nd implementation -- a member 150 and 150AA may be applied, and as long as it is a liquid crystal display, you may carry out image display control, for example, so that a covered member may be displayed as a picture

[0054] Moreover, with the gestalt of the above 1st and the 2nd implementation, although explained taking the case of the pachislot machine as a game machine, it is applicable to other game machines which have pattern display functions, such as a pachinko machine.

(Gestalt of the 3rd operation) According to drawing 13 and drawing 14 , the example which applied this invention to the pachinko machine is hereafter shown as an example of application of game machines other than the aforementioned pachislot machine. In addition, about the same component as the gestalt of implementation of the above 1st, the same sign is attached and detailed explanation is omitted.

[0055] The game board 311 of the pachinko machine 310 concerning the gestalt of the 3rd operation is shown in drawing 13 . Let the field surrounded by the circular rail 312 in this game board 311 be the gage section 314 which is a game field.

[0056] The whole surface is covered and two or more nails 316 are driven into the gage section 314 (only the principal part is illustrated in drawing 13 ), and it falls, the pachinko ball hammered out through the rail 312 bounding in this nail 316, or showing around on the guidance way formed by the nail 316. Moreover, the wind mill 318 is attached in the position of a bilateral symmetry toward the gage section 314 besides this nail 316, and the course is made to change in the direction which does not expect a pachinko ball.

[0057] Furthermore, the winning-a-prize mouth 320 is formed in two or more positions at the gage section 314, and when a pachinko ball goes into this winning-a-prize mouth 320, the pachinko ball of a predetermined number pays out a game person.

[0058] Such the gage section 314 is mostly made into the bilateral-symmetry system, the accessory unit 322 is arranged in this center section, and the pattern change section 116 is exposed. Although this pattern change section 116 is the same as that of the thing of the gestalt of implementation of the above 1st, it may be the thing of the gestalt of the 2nd operation.

[0059] In order to put an accessory unit into operation under the pattern change section 116, the pattern starting winning-a-prize mouth 326 is formed specially. The starting winning-a-prize sensor 300 corresponding to the starting lever sensor 26 in a pachislot machine is specially formed in the pattern starting winning-a-prize mouth 326.

[0060] It has specially composition of the pattern starting winning-a-prize mouth 326 to which the large winning-a-prize mouth 328 is arranged below, predetermined-time opening is carried out in the state of the so-called display of the hit by the pattern change section 116 of the aforementioned accessory unit 322 (setting to a display window 114 cover pattern viewed from the breakthrough 156 of a member 150), and a lot of pachinko balls can be made to win a prize of further.

[0061] Moreover, the electric tulip 334 which can usually display one digit to the pattern starting winning-a-prize mouth 330, and 0-9 on the gage section 314 and which was prepared in the aforementioned special pattern starting winning-a-prize mouth 326 when the display of the pattern display 332 was usually changed when the pattern display 332 is usually formed and the pachinko ball usually won a prize of the pattern starting winning-a-prize mouth 330, and it became a number per predetermined carries out predetermined-time opening. By opening of this electric tulip 334, the probability of winning a prize to the pattern starting winning-a-prize mouth 326 will increase physically specially.

[0062] The panel 340 by which the handle 336 as a launcher and the saucer 338 which receives a pachinko ball were formed in the front-face side is formed in the lower part of the above-mentioned gage section 314. The handle 336 is attached in the axis of rotation projected from the interior of the aforementioned panel 340, and rotation of it is enabled focusing on this axis of rotation. That is, while a launcher works, based on the aforementioned angle of rotation, discharge intensity is set up, because a game person grasps this handle 336 and rotates. In addition, the return energization force is given to this rotation, and if a game person lifts a hand, it has structure which returns to the original rotation position automatically.

[0063] In the above-mentioned pachinko machine 210, the starting winning-a-prize sensor 300 is formed as a substitute of the starting lever sensor 26 (refer to drawing 7 ) of a pachislot machine, it hits to winning a prize or passage timing of a pachinko ball detected by this starting winning-a-prize sensor 300, and a lottery is performed.

[0064] That is, as shown in drawing 14 , the main controller 20 hits to the generating timing of the detecting signal by the starting winning-a-prize sensor 300, and a lottery is performed or it chooses the pattern of the display mode of a pattern.

[0065] In addition, if it is in a pachinko machine, the coin sensor 24 in a pachislot machine and the composition of each earth switches 18A, 18B, and 18C (refer to drawing 1 , drawing 2 , and drawing 7 ) are omitted, it is substituted for operation of the game person by each earth switches 18A, 18B, and 18C by the timer section 600 shown in drawing 14 , and the expenditure control section 28 (refer to drawing 7 ) controls expenditure of a pachinko ball further.

[0066] As shown in drawing 14 , the timer section 600 was made to correspond to the pattern group of each train of each drum 14, is equipped with two or more subtraction timers (illustration ellipsis), and while the main controller 20 controls the timer section 600 on the basis of detecting—signal generating of the starting winning—a—prize sensor 300, it is constituted so that halt timing of motors 42, 44, and 46 may be planned.

[0067] In addition, you may use a liquid crystal display instead of a drum 14.

[0068]

[Effect of the Invention] As explained above, the technical level difference of a beginner and an expert can be compensated with the game machine concerning this invention, and a hope is increased to an expert, and it has the outstanding effect that idea nature can be given.

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**DESCRIPTION OF DRAWINGS**

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[Brief Description of the Drawings]

[Drawing 1] It is the perspective diagram showing the appearance of the pachislot machine concerning the gestalt of the 1st operation.

[Drawing 2] They are the pattern change section of the pachislot machine concerning the gestalt of the 1st operation, and the front view of the circumference of it.

[Drawing 3] it is the perspective diagram of the pattern change section (some belts by which it was indicated by the pattern — a development is included)

[Drawing 4] It is the side cross section of the pattern change section concerning the gestalt of the 1st operation.

[Drawing 5] It is the front view of the pattern checked by looking from the display window concerning the gestalt of the 1st operation.

[Drawing 6] It is the front view of the pattern checked by looking from a display window when a covered member is moved to drawing 5 .

[Drawing 7] It is a control-block view concerning the gestalt of the 1st operation.

[Drawing 8] It is a control flow chart concerning the gestalt of the 1st operation.

[Drawing 9] It is the front view of the pattern checked by looking from the display window concerning the gestalt of the 2nd operation.

[Drawing 10] It is the X-X line cross section of drawing 9 .

[Drawing 11] It is the schematic diagram of the mechanical component concerning the gestalt of the 2nd operation.

[Drawing 12] drawing 9 -- receiving -- cover -- a member -- it is the front view of the pattern checked by looking from the display window after movement

[Drawing 13] It is the front view of the pachinko machine concerning the gestalt of the 3rd operation.

[Drawing 14] It is the control-block view of the pachinko machine concerning the gestalt of the 3rd operation.

[Description of Notations]

14 Drum

16 Belt

18 Earth Switch

22 The Main Controller

114 Display Window

116 Pattern Change Section

150 Cover -- Member

152 Shield

154 Side Plate

156 Breakthrough

160 Stepping Motor

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1.This document has been translated by computer. So the translation may not  
reflect the original precisely.

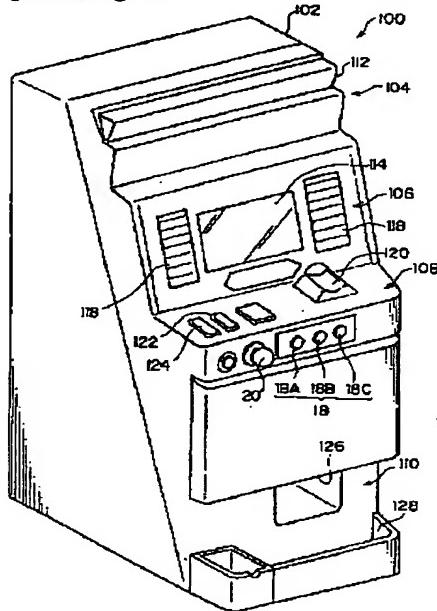
- 2.\*\*\*\* shows the word which can not be translated.  
3.In the drawings, any words are not translated.

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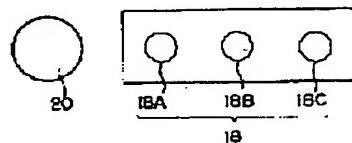
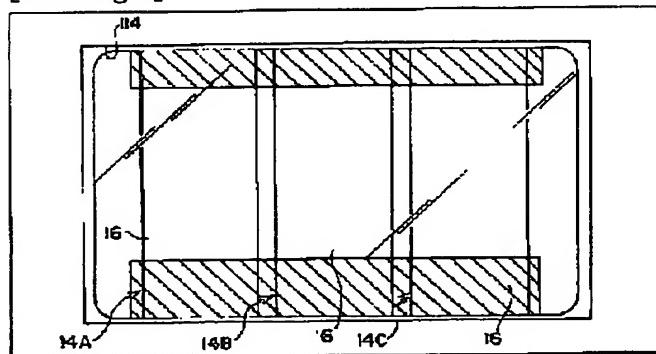
## DRAWINGS

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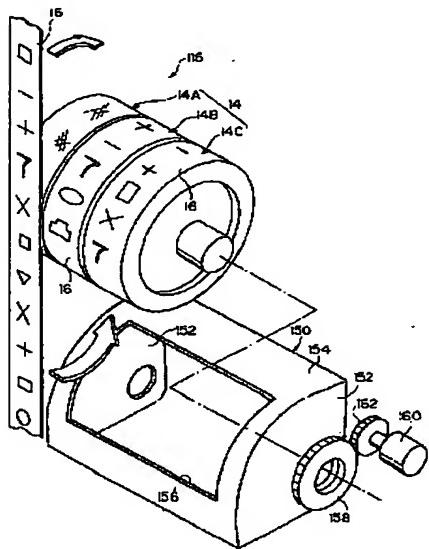
[Drawing 1]



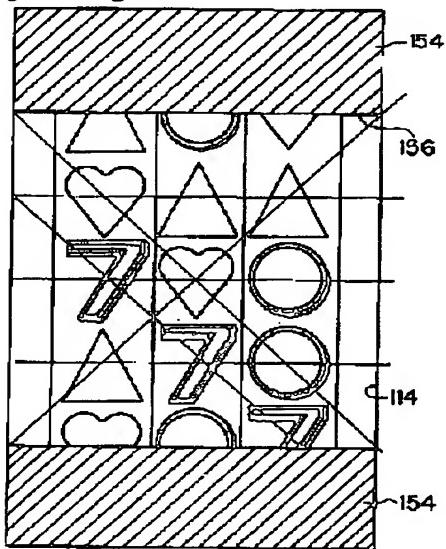
[Drawing 2]



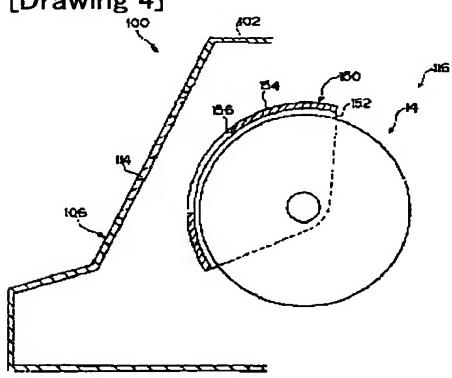
[Drawing 3]



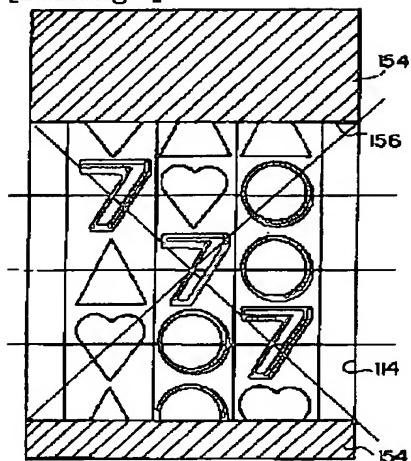
[Drawing 5]



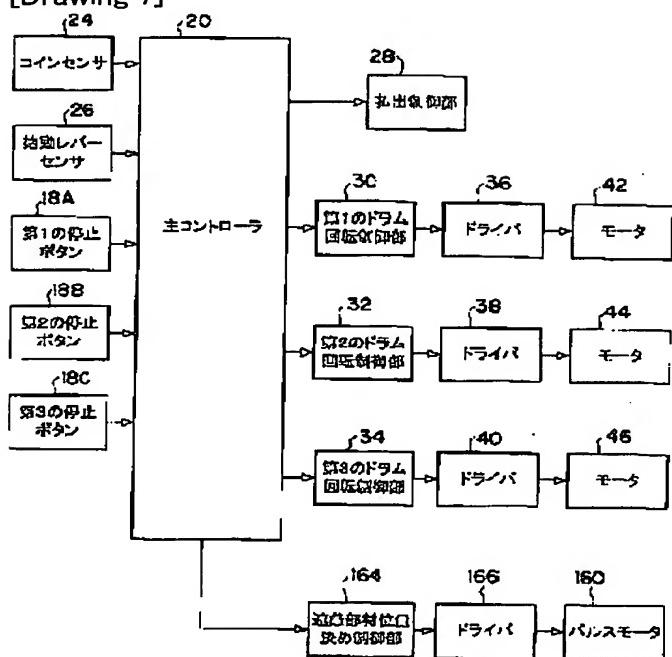
[Drawing 4]



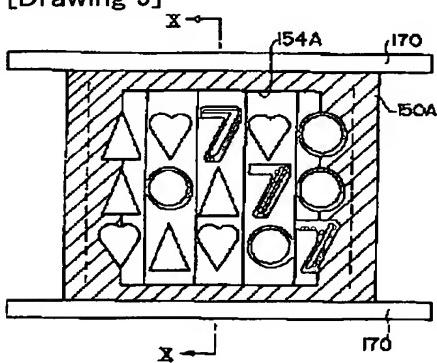
[Drawing 6]



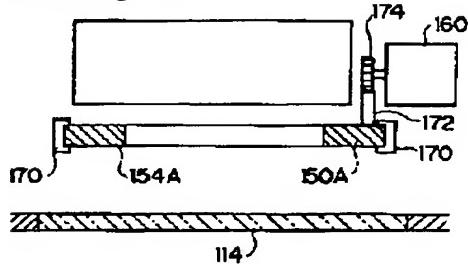
[Drawing 7]



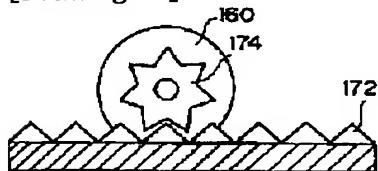
[Drawing 9]



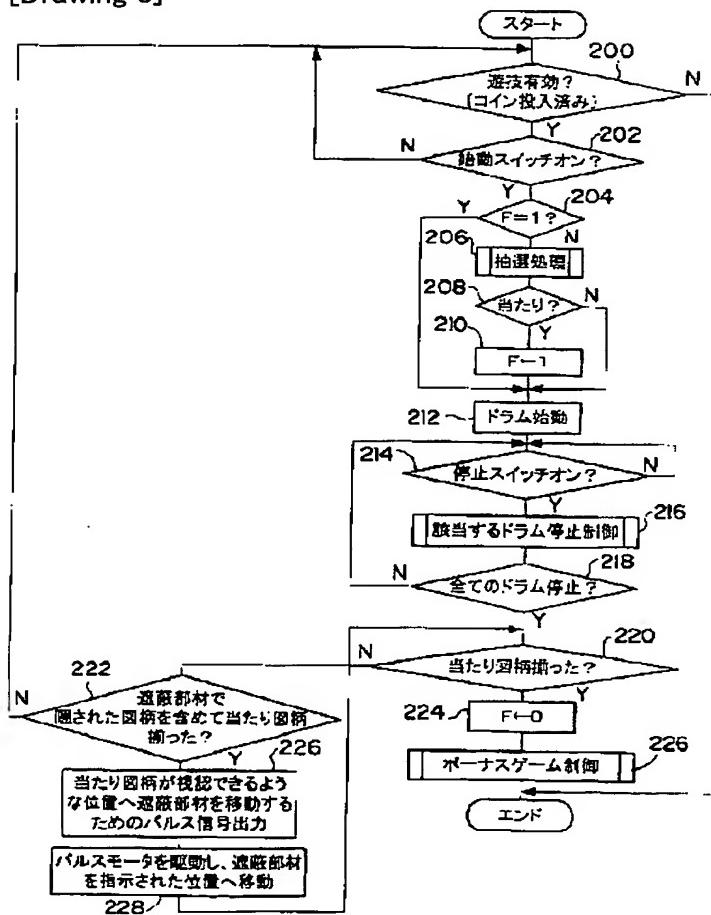
[Drawing 10]



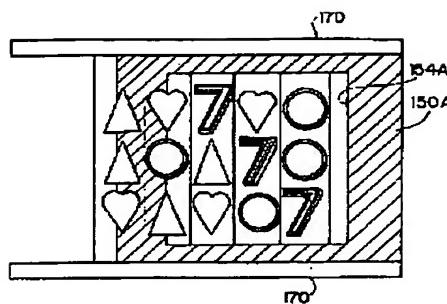
[Drawing 11]



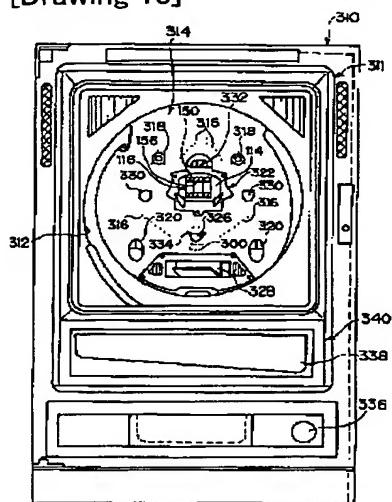
[Drawing 8]



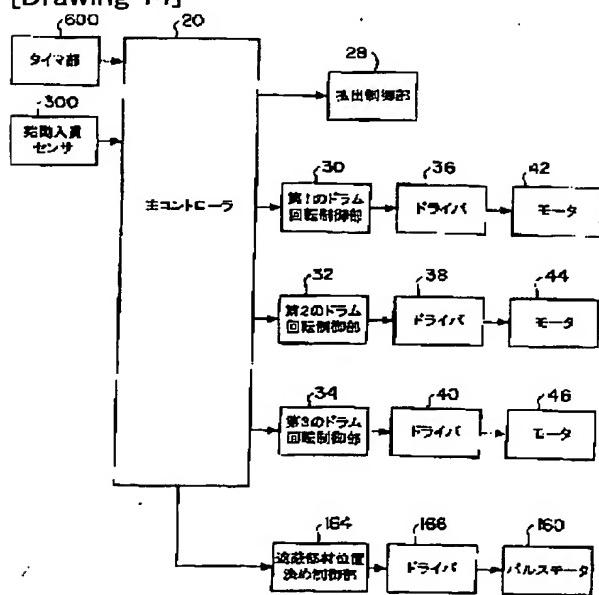
[Drawing 12]



[Drawing 13]



[Drawing 14]



[Translation done.]